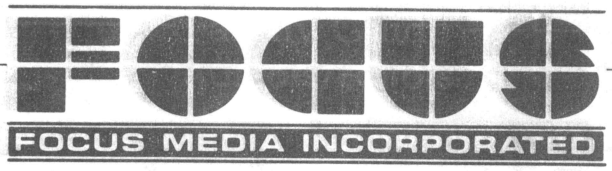
FLIGHTS INTO FICTION

Classic Stories

This edition of Focus Media's *Flights Into Fiction* was designed especially for the Hesa Educational Software Library. Focus Media's programs have received many excellent reviews and have won numerous national awards. This program received an Honorable Mention from *Media & Methods* in 1987. Focus Media has been supplying schools with high quality software and audiovisuals since 1979. The company is especially known for its strong line of science, social studies, language arts, and math titles both on the elementary and secondary levels.

Focus Media is proud to be a part of the Hesa Educational Software Library, and we congratulate you on your participation in this fine program.

© 1989 by Focus Media, Inc. • 839 Stewart Avenue • Garden City • NY 11530



Producer
Linda C. Unger

Content
Ingrid Braren

Educational Consultants
Patricia Lynch
Martha Puglia

Family Guide

Authors/Editors
Linda C. Unger

Apple Computer, Inc. makes no warranties, either expressed or implied, regarding the enclosed computer software package, its merchantability or its fitness for any particular purpose. The exclusion of implied warranties is not permitted by some states. The above exclusion may not apply to you. This warranty provides you with specific legal rights. There may be other rights which you may have which vary from state to state.

Introduction

You are about to meet Grendel, who cordially invites your children into her mysterious secret tower to take some *Flights Into Fiction*! When your children gaze into Grendel's crystal ball, something really magical happens—suddenly, they find themselves transported into a well-known story. Although they are about to meet the main character, its name is a mystery. Your children won't be able to resist the excitement of gazing into the crystal ball and, with Grendel's help, identifying all their favorite storybook characters.

By pressing a single key from a menu (listing) of clue choices, children will be able to gather whichever information they find most helpful about the storybook characters, and ultimately to identify them.

As a learning tool, *Flights Into Fiction* operates on two levels. The first and most obvious level is that of simple identification; the child accumulates information about a storybook figure and uses it to arrive at a conclusion. Throughout this process, he/she may choose information about such things as the character's appearance, location, surroundings, utterances, and companions.

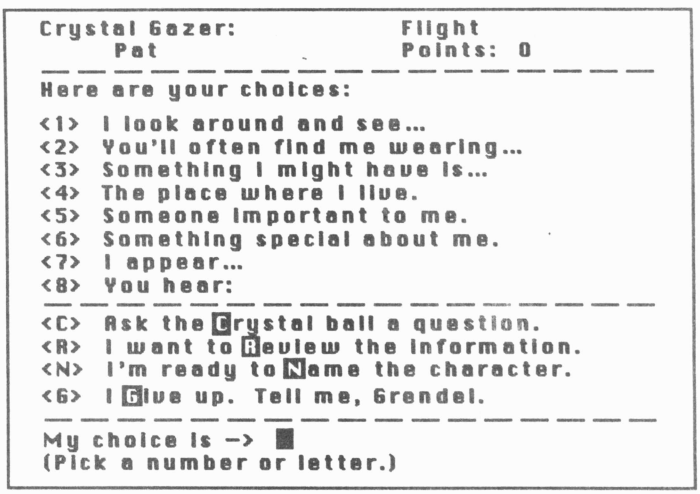
On a deeper level, the child is exposed to processes that require selective and highly deductive thinking. Because he/she is encouraged to identify the character using as few clues as possible, the child must think critically and evaluate the information carefully in order to minimize the number of clues used. In some cases, storybook characters may be identified with only a few facts. In other cases, many facts may have to be uncovered in order to distinguish between characters. The careful choice of clues and analysis of the information thus gathered are important features of this program; they serve to foster discriminatory and analytical thinking.

Since the player's performance is evaluated on a scale from "Beginner" to "Master Gazer," he/she can rerun the program many times in the pursuit of a higher rating. The program can be reused effectively because the characters are generated randomly each time the game is played.

How to Play

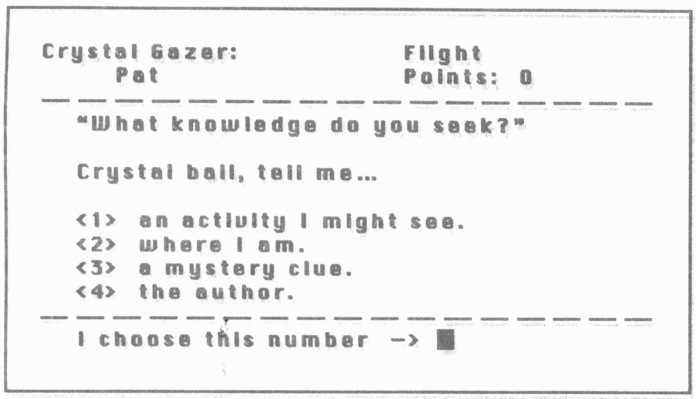
The disk comes with a cast of 20 characters (see page 3). When the program begins, the child will be asked to enter his or her name. Next, Grendel introduces herself and her crystal ball, and then she explains the rules. The child is given the option of sound or no sound. Finally, the identification process begins with the display of a menu (listing of choices) that allows the player to examine various clues to the identity of the character.

For the sake of clarity, the text of each clue choice will be referred to in the rest of this manual as a **clue stem**. The clue stems are shown below. When the user chooses a particular clue, the stem will be completed with the applicable information.


Crystal Gazer:
Pat
Flight
Points: 0
Here are your choices:
<1> I look around and see...
<2> You'll often find me wearing...
<3> Something I might have is...
<4> The place where I live.
<5> Someone important to me.
<6> Something special about me.
<7> I appear...
<8> You hear:
<C> Ask the Crystal ball a question.
<R> I want to Review the information.
<N> I'm ready to Name the character.
<G> I Give up. Tell me, Grendel.
My choice is -> _
(Pick a number or letter.)

Choices <1> through <8> will provide information about the main character's personality, appearance, mood, belongings, or dress; the story's setting; or the other characters. Each clue choice will cost the player one point.

Pressing the <C> key will cause an additional set of clue stems to appear on the screen:



Options <1> through <4> may present information about anything from a particular scene or event from the story, to an object that plays a prominent role. There is a penalty, however; information from the crystal ball costs two points instead of the usual one, since these clues are often more revealing.

Review

If <R> is chosen, all the information the player has requested so far will be displayed at one time on the screen. In order to save screen space, the clue stems are abbreviated here. For example, the first clue stem, which states, "I look around and see...," would be shortened to, "I see," on the Review screen. There are no points added to the score if this option is chosen.

When the player is ready to name the storybook character, the <N> key must be pressed. At this point, ten of the twenty characters on the disk will be listed, with the correct answer among the choices. The child needs only to move the cursor next to the character he/she thinks is correct, and to press the RETURN key. If the answer is correct, the game is over, the child's rating will be displayed (see Scoring, in the next column), and he/she may choose to play again or to exit the program. If, however, a wrong answer is chosen, a five-point penalty is added to the score. The player will then be returned to the clues menu to gather more information or to guess again.

The child may stop the program at any time by giving up and pressing the <G> key. Grendel will then display the name of the character, and a fifteen-point penalty will be added to the player's score.

Scoring

The object of the program is to identify each storybook character while accumulating as few points as possible. Each time clues are requested, or an incorrect guess is made, points are added to the player's score. The points are called "Flight Points," and the total appears in the upper right-hand corner of the screen.

Points are added as follows:

clues 1 through 8	1 point
information from the crystal ball	2 points
incorrect guess	5 points
giving up	15 points
requesting review	0 points
correct guess	0 points

The child's score is evaluated at the end of each identification, and his/her rating as a crystal ball gazer is displayed as follows:

Master Gazer	0-3 points
Junior Gazer	4-7 points
Trainee	8-11 points
Beginner	12 or more points

The child may continue to play until all 20 characters have been attempted, at which time, the program will automatically update the player's score, evaluate his/her overall level of achievement, and end.

Cast of Characters

Alice (in Wonderland)
Dorothy (The Wizard of Oz)
Black Beauty
Brer Rabbit (Uncle Remus Tales)
Winnie the Pooh
Rip van Winkle
Tiny Tim (A Christmas Carol)
Robin Hood
Peter Rabbit
Babar
Bambi
Mr. Toad (The Wind in the Willows)
Madeline
Ichabod Crane (The Legend of Sleepy Hollow)
Mike Mulligan (and His Steam Shovel)
Homer Price
Misty (of Chincoteague)
Caddie Woodlawn
The Velveteen Rabbit
Laura Ingalls (Little House)

Key to Characters

The following key to characters, along with the mystery clue for each, is provided for your convenience in helping children who may be having difficulty identifying a particular character.

Crystal Ball Question: A mystery clue.	Character
I cry a pool of tears.	Alice (in Wonderland)
A scarecrow is my friend.	Dorothy (The Wizard of Oz)
I'm used for transportation.	Black Beauty
I try to teach manners.	Brer Rabbit (Uncle Remus Tales)
The bell pull is a tail.	Winnie the Pooh
I sleep for a long time.	Rip van Winkle
The boss becomes a friend.	Tiny Tim (A Christmas Carol)
I share what I have.	Robin Hood
I disobey my mother.	Peter Rabbit
I love fine clothes.	Babar
I'm afraid of hunters.	Bambi
Driving fast is great fun.	Mr. Toad (Wind in the Willows)
My story is in rhyme.	Madeline
A pumpkin does me in.	Ichabod Crane
I do my job in one day.	Mike Mulligan
A diamond bracelet is found.	Homer Price
Paul saved my life.	Misty (of Chincoteague)
I have a scalp belt.	Caddie Woodlawn
I replace a china dog.	Velveteen Rabbit
I eat sugar on snow.	Laura Ingalls (Little House)

Focus Media, Inc. • 839 Stewart Avenue • Garden City • NY 11530